Great Battles of the American Civil War

Learning the *original* GBACW game system

with Russ Gifford

GREAT BATTLES OF THE AMERICAN CIVIL WAR

What this Training Offers

This program gives you an overview of the GBACW series rules.

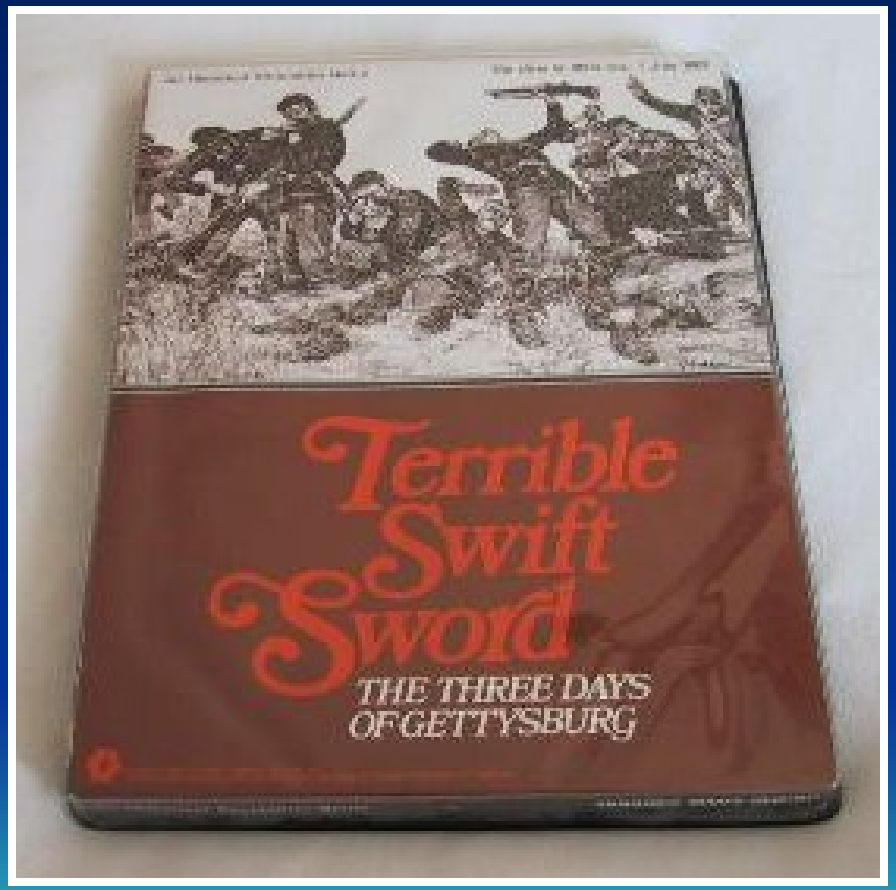
The instruction will allow you to play any of the 14 original simulations in the GBACW game system.

GREAT BATTLES OF THE AMERICAN CIVIL WAR

The game that started it all:

Terrible Swift Sword

THE THREE DAYS OF GETTYSBURG, 1976



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The first game with morale, ranged combat and 2000 counters –

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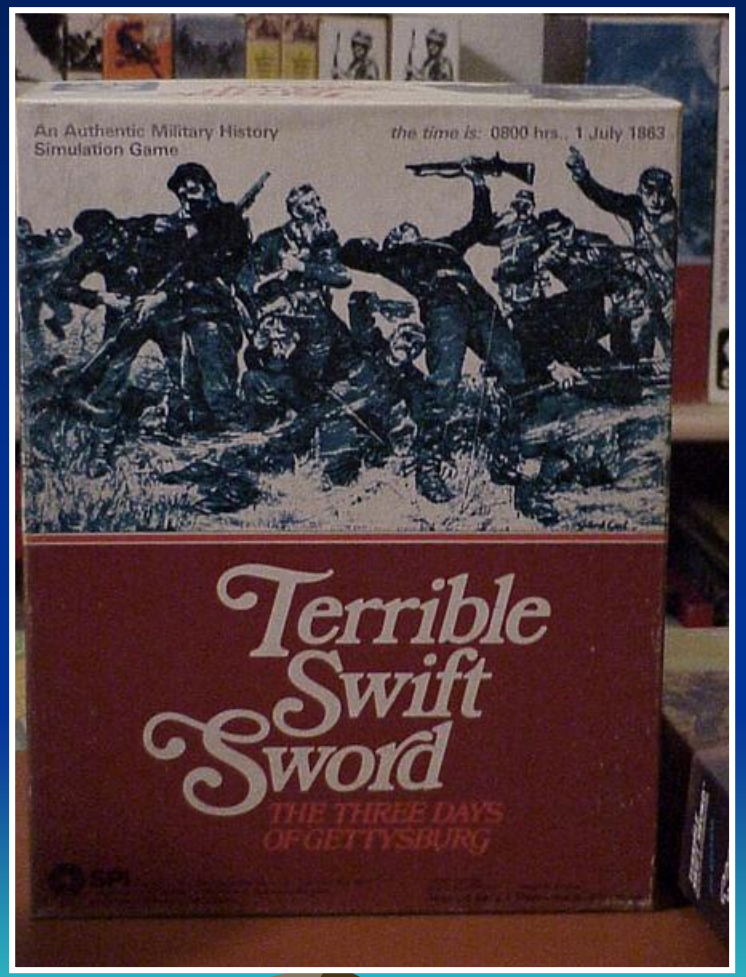
TSS was the first ‘monster’ game - meaning, lots of maps and counters!



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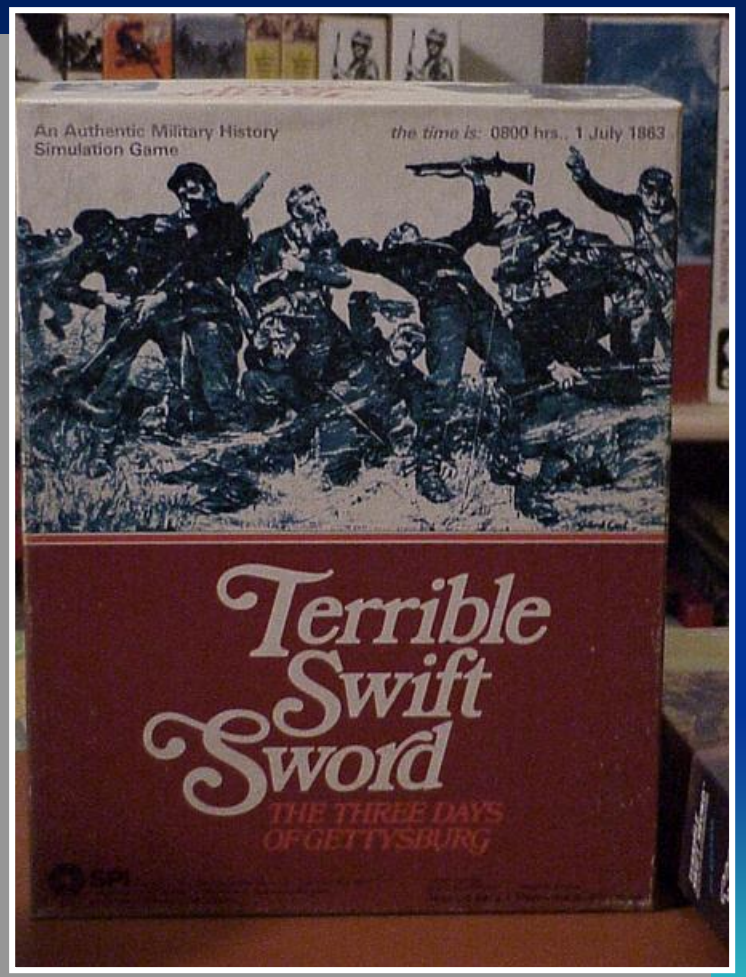
It was also a

‘monster’ hit –

and SPI followed up with many additional games in the same system!



GREAT BATTLES OF THE AMERICA CIVIL WAR

Games in the GBACW System

- Terrible Swift Sword (Gettysburg, 1976)
- Bloody April (Shiloh, 1979)
- Stonewall, the Battle of Kernstown (1979)
- Pea Ridge (GBACW Volume 1, 1980)
- Drive on Washington (GBACW, V2, 1980)
- Wilson's Creek (GBACW, V3, 1980)
- Cedar Mountain (GBACW, V4, 1980)
- Jackson at the Crossroads (GBACW, V5, 1981)
- The Battle of Corinth (GBACW, V6, 1981)

End of the SPI era

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Games in the GBACW System

- Gleam of Bayonets (Antietam,V7, 1983)
- Terrible Swift Sword 2nd Edition (Gettysburg, 1986)
- Rebel Sabers (1986, which includes:)
  - Kelly's Ford (V8?)
  - Brandy's Station (V9?)
  - Horse Soldiers at Gettysburg (V10?)
  - TSS Expansion Game
- Battle of Pleasant Hill (GBACW, V11?, 1986)

End of the TSR/SPI era.

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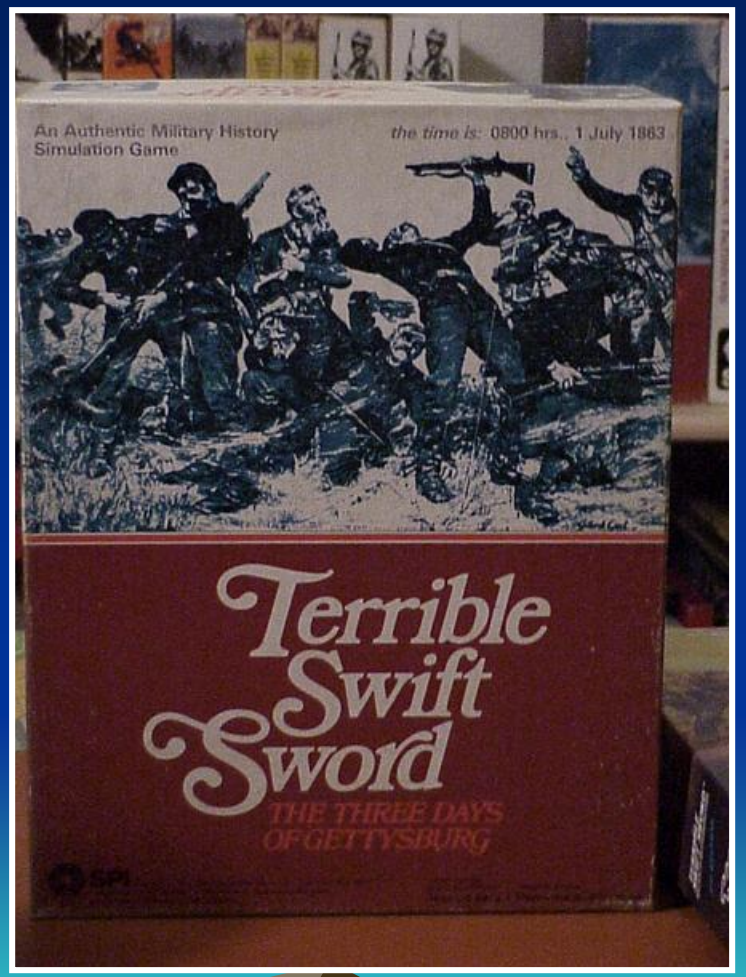
All these games used essentially the same rules!

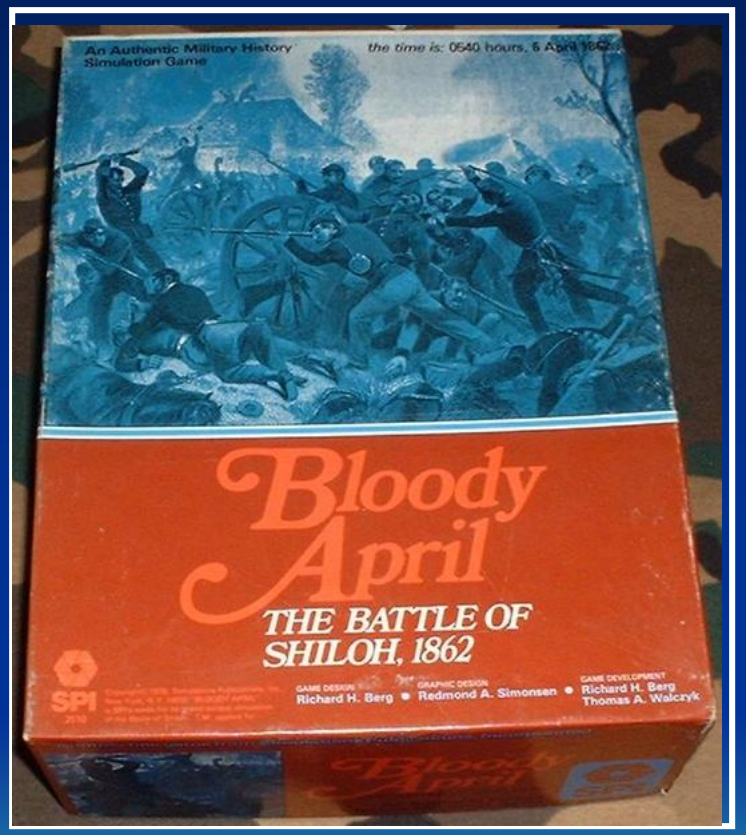


GREAT BATTLES OF THE AMERICAN CIVIL WAR

If you learned one of these games,

with minor changes,

you could play any of them!



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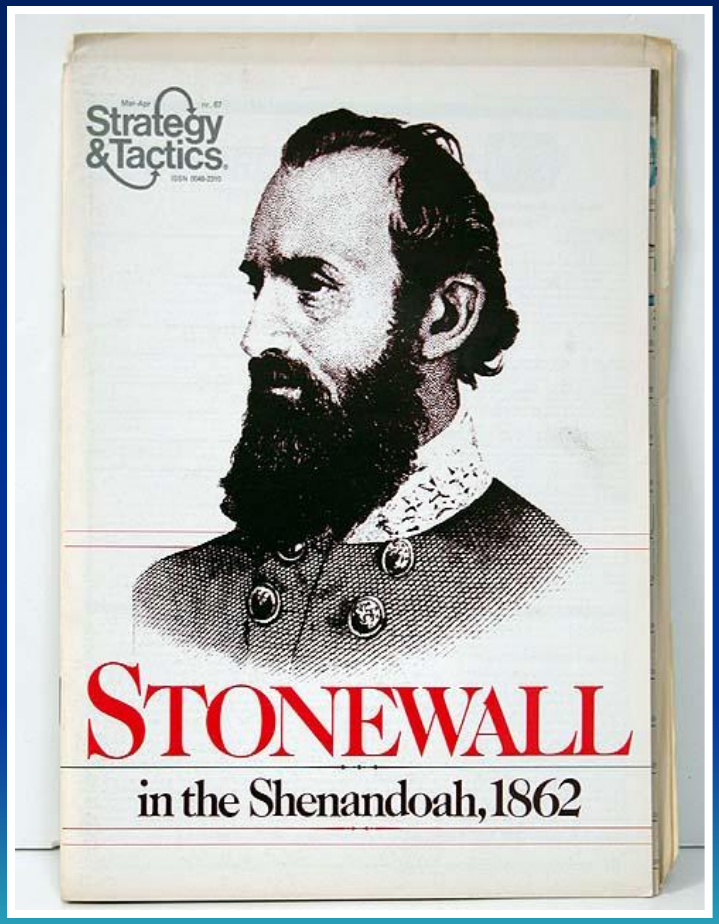

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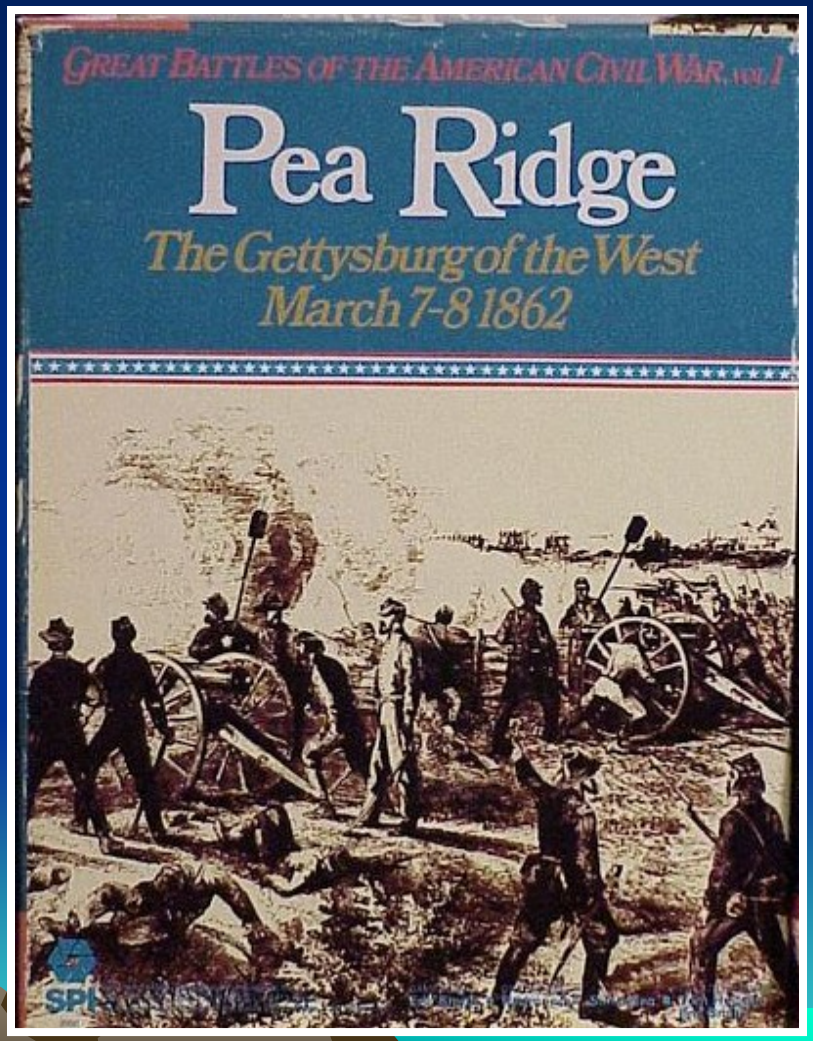

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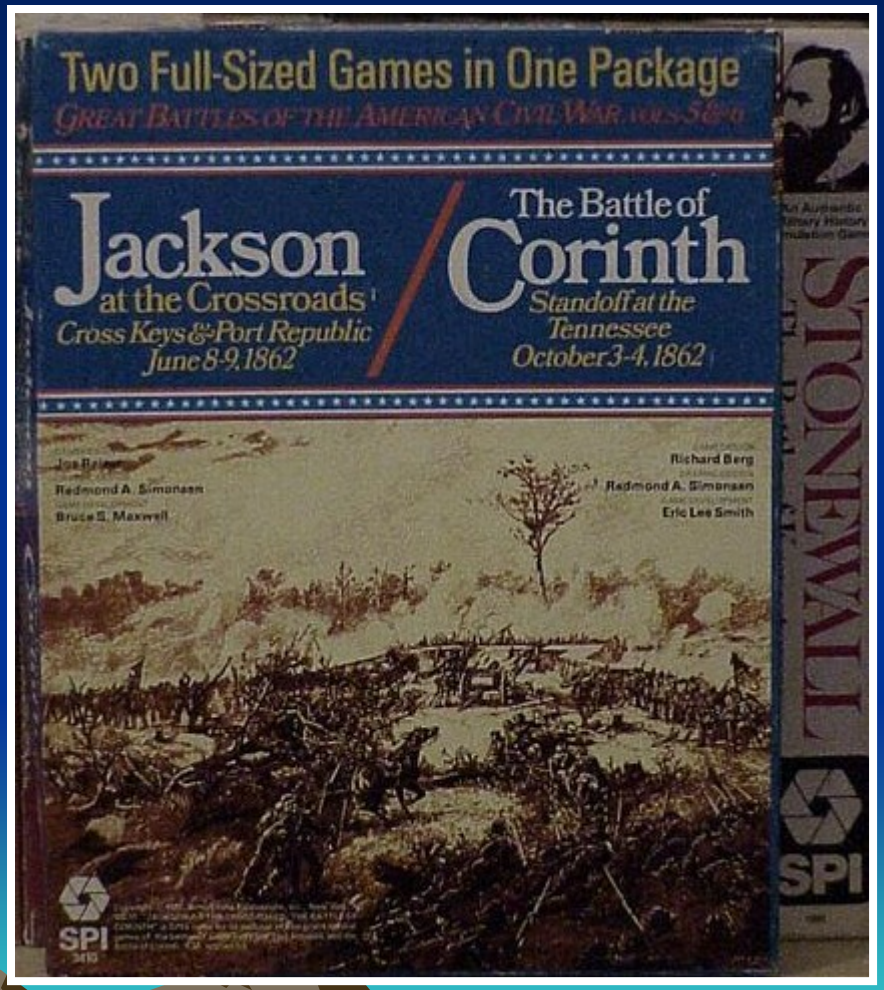

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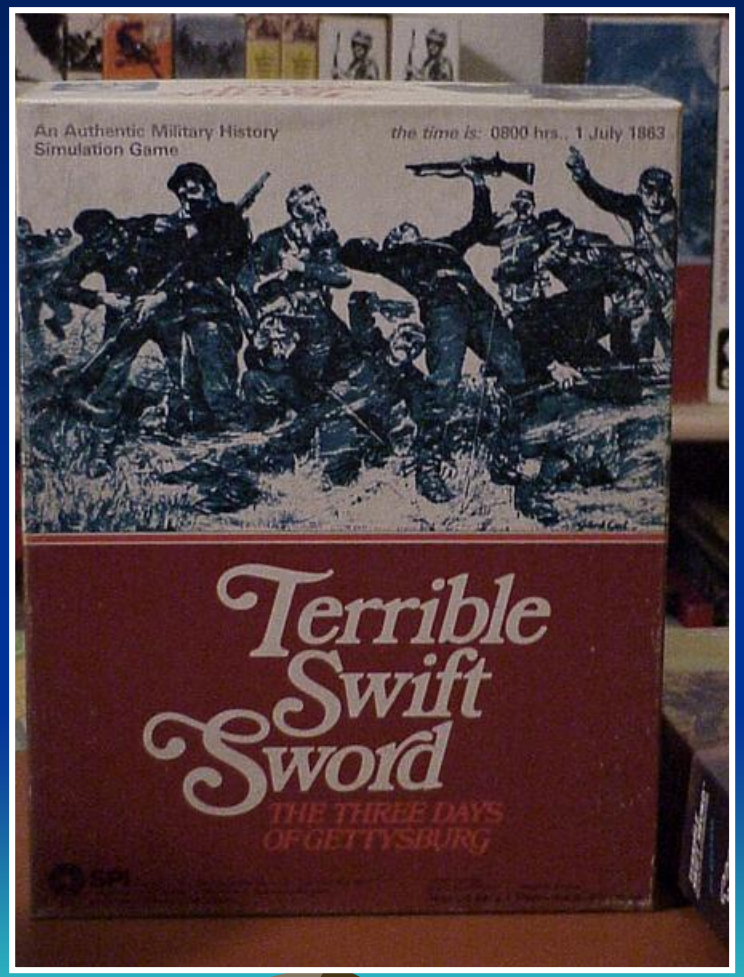
Ready to get started? Let's go!



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Special Note!

There are important differences between *Terrible Swift Sword 1st edition*, *Bloody April* and *Stonewall* and the GBACW system.

I have included a file – "TSSvsGBACW" on this CD noting the changes. *I suggest using the GBACW rules where there are conflicts.*

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Training Structure

You are in control of the training.

- Use the right arrow to speed ahead
- Use the left arrow to revisit a previous slide.
- The letter ‘P’ will ‘pause’ the program.

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Choose your method

If you learn by reading, but the audio distracts you –

Turn the audio off! Read each page!

If you learn by hearing –

Listen to the audio, and look at the pictures. Only read the text if you have difficulty with the example.

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Choose your Subject

And don’t feel confined to follow steps as I structured the training.

Pick the module you want, and skip the others.

Table of Contents

Learning the GBACW System

- Module 1: Sequence of Play
- Module 2: Combat Units and Formations
- Module 3: Facing and Zones of Control
- Module 4: Command and Leader Information
- Module 5: Movement
- Module 6: Line of Sight
- Module 7: Fire Combat
- Module 8: Melee
- Module 9: The Final Details

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Questions? Comments?

Write to me at rgifford@russgifford.net

Or find me online at www.boardgamegeek.com
(my handle is Russ G.)

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If you have specific questions, jump to the module you're interested in.

Otherwise, I'll see you at Module 1 as we get started learning how to play this great series of games!

GREAT BATTLES OF THE AMERICAN CIVIL WAR

Russ Gifford is best known in the gaming community as an Advanced Squad Leader player and tournament director.

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In real life, Gifford is a trainer and writer, with over 300 articles in national and regional magazines. Those include *The General*, *The Boardgamer*, *At the Point*, *Fire for Effect*, *4th Street Review* and *The Weekender.*

He is currently working on a similar training series for ASL.